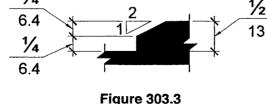
TECHNICAL CHAPTER 3: BUILDING BLOCKS 303.3 Beveled. Changes in level between ¼ inch (6.4 mm) high minimum and ½ inch (13 mm) high

Advisory 303.3 Beveled. A change in level of ½ inch (13 mm) is permitted to be ¼ inch (6.4 mm) vertical plus ¼ inch (6.4 mm) beveled. However, in no case may the combined

change in level exceed ½ inch (13 mm). Changes in level exceeding ½ inch (13 mm) must comply with 405 (Ramps) or 406 (Curb Ramps).



Beveled Change in Level

303.4 Ramps. Changes in level greater than $\frac{1}{2}$ inch (13 mm) high shall be ramped, and shall comply

304 Turning Space **304.1 General.** Turning space shall comply with 304.

with 405 or 406.

304.2 Floor or Ground Surfaces. Floor or ground surfaces of a turning *space* shall comply with 302.

maximum shall be beyeled with a slope not steeper than 1:2.

Changes in level are not permitted. **EXCEPTION:** Slopes not steeper than 1:48 shall be permitted.

304.3 Size. Turning *space* shall comply with 304.3.1 or 304.3.2.

Advisory 304.2 Floor or Ground Surface Exception. As used in this section, the phrase "changes in level" refers to surfaces with slopes and to surfaces with abrupt rise exceeding that permitted in Section 303.3. Such changes in level are prohibited in required clear floor and ground spaces, turning spaces, and in similar spaces where people using wheelchairs and other mobility devices must park their mobility aids such as in wheelchair spaces, or maneuver to use elements such as at doors, fixtures, and telephones. The exception permits slopes not steeper than 1:48.

304.3.1 Circular Space. The turning space shall be a space of 60 inches (1525 mm) diameter

minimum. The space shall be permitted to include knee and toe clearance complying with 306.

304.3.2 T-Shaped Space. The turning *space* shall be a T-shaped *space* within a 60 inch (1525 mm) square minimum with arms and base 36 inches (915 mm) wide minimum. Each arm of the T shall be clear of obstructions 12 inches (305 mm) minimum in each direction and the base shall be clear of